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#1

GOLDEN GIRL™

AND THE GUARDIANS OF THE GEMSTONES™

GOLDEN GIRL AND THE VANISHING UNICORN

BY R.L. STINE

You Are GOLDEN GIRL, Ruler of Argonia!

The people of Argonia look to *you*, Golden Girl, to keep them safe from the evil forces of Dragon Queen. The wicked queen seeks to steal your half of the Magic Gemstone, even as you search for the half that disappeared ages ago. Whoever succeeds in joining the two halves of the Gemstone will possess astounding power. And it had better not be Dragon Queen, or Argonia will see a dark age under her tyranny.

Can you beat Dragon Queen to the Gemstone? She'll fight you with all her power. But you are not alone. Your skilled and loyal warriors, the Guardians, will be with you, and so will brave Prince Kroma. Your glistening unicorn, Olympia, will be there to ride into battle with you as well. But you alone will decide the outcome of your adventure by following the directions at the bottom of each page.

If you choose well, your quest will be a successful one.

If you make the wrong choices, evil will triumph and Dragon Queen will win.

So take up your jeweled sword, Golden Girl! Your adventure begins on page 1.

Find Your Fate™ Junior Golden Girl™ #1

GOLDEN GIRL AND THE VANISHING UNICORN

BY
R.L. STINE

Illustrated by Ken Barr

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GOLDEN GIRL AND THE VANISHING UNICORN

The gentle waves of the Misty Sea glimmer in the light of the full moon. The warm waters lap against the sandy shore of the island of Argonia. Cool breezes rush up the steep hill that overlooks the sea.

At the top of the hill stands the majestic and magical Palace of Gems. It is *your* palace, for you are Golden Girl, Leader of the Guardians and ruler of Argonia.

Tonight the Great Hall of the palace is lit by a glowing fire. It crackles and pops, and bright yellow sparks fly from the fireplace like golden jewels, sizzling against the cold stone floor.

The hall is silent except for the crackling of the fire—and the loud voice of your ally, Prince Kroma. ". . . And so I fought off all four of them at once, even though my sword was cut in half!" he brags. "What a pity you weren't there to watch."

"Watch?!" you cry angrily. You have been listening to him talk about himself for nearly an hour. "*I* would have fought them off before you even unsheathed your sword!"

"Really, Golden Girl," he says with a smug smile. "It isn't polite to brag!"

Turn to page 2.

"Don't tell me about bragging," you say, jumping to your feet. "You haven't stopped praising yourself since dinner ended!"

"But . . . I wasn't bragging. I was telling the truth!" Kroma replies confidently.

"You are not the only one who's ever been victorious in battle," you argue, thinking of the many times you've fought along with the Guardians, your trusted warrior companions.

"I know you and the girls kick up a good fight when you want to, but—"

"The *girls*!" you yell. "The Guardians are not ordinary girls!" That's it. You've had enough of Kroma for one night. You turn away from him and storm out of the room.

"Wait—I haven't finished my story!" he calls after you.

But you don't look back. You hurry through the torch-lit corridors of the palace. Prince Kroma is a loyal friend, but sometimes his bragging is too much to bear.

You decide that a ride on Olympia, your glistening white unicorn, will help you cool down. You strap on your jeweled sword and pull yourself gracefully onto the unicorn's back.

Turn to page 26.

As the powerful wind rages from Dragon Queen's shield, the Guardians leap into the battle. Rubee raises her bow, aims, and sends a ruby-tipped arrow flying toward the evil one. But the wind takes hold of Rubee's arrow and carries it away.

The sapphire-tipped hammer is in Saphire's hand now. She heaves it with all her might. But the raging wind from Dragon Queen's shield sweeps up the hammer and carries it away too. Dragon Queen's eyes glow in triumph and she laughs above the roar of the wind.

You drop to the ground and crawl under the wind. It roars above you, spinning, whirling, like a tornado. Quickly you pull yourself up behind Dragon Queen on her towering black rock.

The wind is even stronger here closer to the shield, its source. You muster all your strength and pull yourself up on the rock. If only you can get up to Dragon Queen before she sees you, and grab the shield away from her.

"I see you, Golden Girl!" Dragon Queen screams.

Turn to page 71.

Rubee's courage and boldness often outmeasure her wisdom. As you stand to face the fast-approaching barbarian battle barge, you realize at once that you have made a fatal mistake.

A barrage of arrows rains down on your ship. It is followed by a second barrage. The magic of your weapons is effective at close range—but the barbarian arrows are so well-aimed and accurate, you will not get a chance to test your weapons.

The screams of your companions are the last sounds you hear as another barrage of arrows sweeps the ship, and Ogra, pounding his chest and screamng a barbaric war chant as he boards your ship, is the last sight your noble eyes see.

THE END

You spend the night collecting your equipment. The next morning you sail with the Guardians and Prince Kroma. The journey is long and beset with storms.

When you arrive at the edge of the wastelands, you can't believe what you see. Blinding yellow sands shift and swirl under burning-hot gale winds. The scenery is broken only by jutting red rocks, gulleys, and pits.

"Why did we leave the comfort of Argonia for this?" yells the red-haired Guardian Jade over the roar of the wind.

"Yes! It's exciting, isn't it!" Rubee cries, enjoying pitting herself against nature.

"The map leads to that stone hut over there," you call, struggling to see through the sand-filled air.

You and your companions walk to the opening of the low hut, which is crudely built of red rocks piled on top of one another. You must stoop to enter. One by one you climb inside, glad to be out of the wind.

Suddenly you hear a rumbling sound. You turn in time to see a giant red rock close over the entrance of the hut!

You're trapped!

Turn to page 21.

"This trick will not work! You are through, Golden Girl!" Dragon Queen calls back. "Admit your defeat now before the dragon devours you all!"

"It is Moth Lady who will be devoured—unless you act fast!" you yell.

The flames roar down only a few yards from Moth Lady, and still she approaches the dragon, floating toward the flames, wide-eyed, calm beyond all feeling. Closer . . . closer . . .

Your eyes are on Dragon Queen. You know that Moth Lady is one of her oldest and most valuable companions. Will this woman of evil allow her helper to die?

The dragon lowers its head and roars. Its flames brush against Moth Lady's robes.

"Stop! Stop!" Dragon Queen finally yells. "Moth Lady is too useful to me. I cannot let her perish!" She raises her arms and cries out an incantation.

The dragon disappears in a flash of red and yellow.

Moth Lady stands stunned, staring at the spot where the dragon stood. Dragon Queen cries out her rage. "You fool!" she screams at Moth Lady. "I have saved your life, but you will pay for this!"

You pick up your jeweled sword and charge at Dragon Queen.

Turn to page 19.

"Olympia! Olympia!"

Your desperate cries echo through the empty village. But you do not hear the familiar hoofbeats. Your magical steed, the last unicorn in the world, is not to be found.

"The map!" you cry, your head still pounding. Your hand trembles as you search for it. You find it and pull it up to the light. You turn the phony map over and discover writing scrawled on the other side. It is a message from Dragon Queen.

"Your unicorn will be returned to you safe and sound in exchange for your half of the Gemstone. Wait at your palace for further instructions."

So *this* was Moth Lady's mission! Kidnap Olympia and hold her for ransom—with your half of the Gemstone as the payoff!

You have a long climb ahead of you now as you start up the hill toward the Palace of Gems. The rising sun begins its climb as you begin yours. And as you walk, your thoughts are as heavy as your footsteps.

Turn to page 18.

"I hear that you have big plans for me!" Dragon Queen yells, her mouth twisted in a snarl of hatred. "I am sorry to have to change them!"

Shadows move behind Dragon Queen. She is not alone.

You raise your jeweled sword and boldly move forward to attack first. You swing your sword at Dragon Queen, but she moves back, out of reach.

A figure leaps at you from out of the darkness. It is Vultura, Dragon Queen's deadly ally. Her vulture-beaked fighting staff makes her a formidable enemy.

"Vultura! Teach Golden Girl some manners!" Dragon Queen yells.

Vultura charges at you with her fighting staff. You try to dodge out of the way, but you trip in the sand and fall. Your sword drops from your hand. You try to grab it back, but Vultura uses her staff to push you down.

She presses the staff against your waist, pinning you to the sand. You are trapped! You hear Dragon Queen's gleeful laughter. You struggle to push Vultura away.

Turn to page 34.

You spend another sleepless night. As you lie in bed staring up at the darkness, you think about the trick you have devised to fool Dragon Queen. Will it work? You have told no one about it—not even Prince Kroma or the Guardians.

You climb out of bed at dawn. The long night has passed. You know you will never sleep well again until your precious unicorn is returned to you.

Soon after dawn, you and your Guardians stand on the lowest parapet overlooking the courtyard as Dragon Queen sweeps in, followed by the barbarian woman Wild One. Behind them, two of Ogra's barbarian soldiers struggle to drag in Olympia. Snorting out her fury, the powerful unicorn tries to break away, but the barbarians overpower her and hold her tight.

"Come down, Golden Girl!" Dragon Queen commands. "Heed the instructions of my note now—or the unicorn will die!"

At these words Olympia tosses her golden mane and tries once again to pull free. Wild One rushes to the aid of the soldiers, who manage to keep Olympia captive.

"You are victorious, Dragon Queen," you call down. "I will go to its hiding place and bring you our half of the Gemstone."

Turn to page 27.

"Aaaaiiiii!"

The barbarians' war cry turns to screams of terror as their boat slams hard into the rocks. Its prow sails up into the air, and then the large craft shatters from the impact, pieces of wood floating in the tumbling waters as Ogra and his army are tossed into the waves.

Your ship sails smoothly through the narrow rocks, and soon you are out in open water again. "That was a narrow escape," Onyx says quietly, and you all agree.

"Ogra's attack means that Dragon Queen expects us," Saphire says. "We will not be able to surprise her when we arrive."

Saphire's words are true. Your ship carries you to the Dead Lands the next morning. You step onto the hard black stones. You have never seen anything like the terrain of the Dead Lands—not even in your worst nightmares. Petrified black trees sprout from solid black ground. Hills of rock stretch as far as you can see. There is no sound, no sign of life. Nothing lives here. Nothing moves. The sky is as dark as the ground, even though it is afternoon.

"So! You have managed to get by my army!" a voice calls suddenly from the top of a black rock hill. It is a voice filled with hatred—the voice of Dragon Queen!

Turn to page 20.

"Bring out Moth Lady!" you call.

You have one desperate move left.

Prince Kroma pulls Moth Lady out from behind the low sand hill. "Untie her!" you command. He gives you a quizzical look, but even *he* realizes this is no time to argue. He releases her.

"*There* you are, Moth Lady!" Dragon Queen cries. "You have some explaining to do, my friend!"

But Moth Lady does not see or hear Dragon Queen. Her eyes do not move from the flames that pour down from the dragon's roaring mouth. Closer, closer, Moth Lady drifts toward the fire, drawn to the flames as if in a trance.

You turn and yell to Dragon Queen, "Moth Lady will surely be killed—unless you make the dragon disappear!"

Moth Lady moves closer to the flames. The dragon roars and sends down a red and yellow blaze.

Dragon Queen sneers, her face twisted in anger.

Will she just stand there and allow her helpful ally to be burned up?

Turn to page 6.

"Fools!"

Dragon Queen's face grows red with rage as she shakes her fists and screams up at you. "Did you really think I would enter your palace unprotected? My invisible shield will keep out your pitiful weapons!"

"Your evil cannot triumph in this palace of good, Dragon Queen!" you cry.

But Dragon Queen just grins. She knows you are bluffing. Your surprise attack has failed.

Even Olympia lowers her head and paws sadly at the ground. The unicorn seems to sense that Dragon Queen's magic has defeated you.

"The battle is lost," you say, shaking your head. "I have let Olympia down. I have let everyone down."

"No!" Rubee protests. "We must attack again! We can still win!"

"We would be wiser to flee now," Onyx says quietly. "If we die here, Olympia and all we stand for will be lost. But if we flee, we will live to fight Dragon Queen another time."

What will you do?

.....

Renew your attack? Turn to page 62.

Take the Gemstone from the shield and flee the palace? Turn to page 48.

"*No! Stop!*" you cry, your heart breaking. You draw your jeweled sword.

Olympia raises her head. She has heard your voice. She sees you now.

With a powerful burst of strength, the glistening white unicorn breaks away from her captors.

"Catch her! Catch her—or you'll all die!" Dragon Queen screams at her guards.

Wild One runs to Dragon Queen's side. She utters a barbaric cry and raises her bolo cruncher above her head. With a powerful heave, she sends the deadly weapon whirling toward Olympia.

But Olympia ducks under it, and the bolo cruncher hits the ground and bounces away across the hard rock.

You leap onto Olympia's back. She rears up in happiness. You raise the jeweled sword high, in defiance of the screaming Dragon Queen. Now that you have retrieved Olympia, you *know* that victory will be yours!

. . . Or *will* it?

Turn to page 53.

"Aaaaiiiiii!"

Wild One screams in terror.

You turn back and see that the flying horse has lost its wings!

Dragon Queen's spell has worn off. Wild One is high in the sky on the back of an *ordinary horse*!

Down she plummets, screaming all the way, her shrieks drowned out by the terrified whinnies of the falling horse, its four legs scrambling to grab hold of the air. You turn away. You cannot bear to watch as they hit the hard, rocky surface of the Dead Lands.

Olympia leaps away triumphantly. The ship, bobbing gently in the purple sea, comes into view. In a few minutes you will board it.

But Dragon Queen has seen all this from atop her mountain. She still will not admit defeat. She has one last farewell gesture for you. She conjures a gigantic ball of flame at her fingertips. It flares up, a blinding, shimmering, vibrating, rolling ball of red and yellow fire against the dark Dead Lands sky. Up into the air, Dragon Queen conjures this roaring fireball—and then she hurls it at you from the mountaintop!

Turn to page 56.

"Tie Moth Lady up tightly so she cannot wriggle away," you tell Prince Kroma.

"I really do not need to be told how to tie up a prisoner," Kroma grumbles as he steps toward Moth Lady. She slips away from him once, twice, and he is forced to call Onyx for help.

You help Jade on with the scarlet hood. She hides her emerald-handled whip under the cape and climbs onto Moth Lady's horse. "I can see a campfire not far to the north," she says. "That is where I shall ride."

"We will be ready upon your return," you assure her.

You spend a restless, nervous night, waiting in the darkness as the desert winds howl around you and the sand swirls and twists about your boots.

Will Jade be able to fool Dragon Queen?

Find out on page 70.

You arrive at the palace and find your four Guardians, along with Prince Kroma, at the breakfast table. "We didn't have much appetite. We were worried about you," Onyx says.

"There is much to worry about," you tell her.

As they listen in shocked silence, you tell them what happened in the village below, of Moth Lady's treachery and Dragon Queen's kidnap plot.

Hot-tempered Rubee slams her fist against the wooden table, rattling the metal breakfast plates, and leaps to her feet. "Let us ride this morning to Dragon Queen's fortress!" she cries, her beautiful face red with fury. "We shall have the unicorn back—and teach the evil one a few lessons as well!"

"The Dead Lands are so far away," Onyx says, shaking her head. "It would be a difficult task to defeat Dragon Queen in her own domain."

"Perhaps we could be better prepared if we wait here in the palace, as the ransom note instructs," Saphire says. "After all, we do not want to risk having them harm the unicorn."

You must decide what to do.

.....

Wait in the palace as the note says? Turn to page 30.

Travel to the Dead Lands and try to rescue Olympia? Turn to page 46.

Dragon Queen dives for her Eye of the Dragon Shield. You bat it out of reach with your sword. You swing your sword at her, but she rolls away from the blade.

Suddenly she stands to face you. "You have won the battle today, but things won't go so well for you the next time we meet!" she cries. She calls out a magical word, and she and her followers disappear in the same flash of red and yellow as the dragon.

The only sound now is the relentless howling of the hot winds of the wastelands. "We'll see about that, Dragon Queen," you say quietly.

Prince Kroma laughs. "What a victory has been won on this day!" he cries. "And what stories will be told about our gallantry and courage."

You turn to him and shake your head. "Even *your* long-winded stories will be a pleasure after spending time in these roaring winds!"

He looks confused. "Was that a compliment?" he asks.

You just smile. You gather your happy friends and start the long journey back to the safety of Argonia.

THE END

You stare up into the face of evil. Dragon Queen glares down at you, her long hair swirling about her even though there is no wind in this dead place. She holds the Eye of the Dragon Shield at her side.

"You have disobeyed instructions by coming here!" Dragon Queen yells. Her voice dies in the rocks at her feet. There are no echoes in the Dead Lands.

"I only came for what is mine!" you yell up to her. You have to yell very loud, for your voice does not carry in this airless land.

"For disobeying my instructions, the unicorn will never be yours again!" Dragon Queen calls down. "Unless, of course, you have brought your half of the Gemstone."

As she stares down at you, you realize you must make a quick decision. Should you try to bluff her by pretending you brought your half of the Gemstone with you? Or should you tell the truth and prepare for a fight?

.....

Tell the truth? Turn to page 50.
Try to bluff her? Turn to page 33.

You push against the rock with all your might. You cannot budge it. "I *knew* the map was a fake," Prince Kroma mutters in the darkness. "Why didn't we just follow a map to the sea—and jump in? It would've been just as sensible!"

No one bothers to reply to him. You wait silently in the blackness of the closed-in hut. Finally you hear hoofbeats in the distance, then footsteps outside the hut.

Peering through a narrow crack in the red rocks, you see that it has become evening. The woman in the scarlet hood steps into view. She is laughing triumphantly. "I see you followed my map well!" she cries. She tosses back her hood. It is Moth Lady!

Turn to page 39.

As you sail toward the Dead Lands, where nothing breathes except the evil of Dragon Queen, the sea waters grow choppy. The lowering afternoon sun is a fat red ball ahead of you when Prince Kroma cries out in alarm, "A ship approaches!"

A long, low barge, five times the size of your ship, moves across the water toward you, its sails taut in the strong sea winds. "It isn't slowing down!" you cry.

As it sails closer you can see that the entire barge is filled with bow carriers. "Barbarian soldiers!" you yell. At the prow stands the horrible Ogra, leader of the barbarian army and an ally of Dragon Queen's. Has she sent him to keep you away?

"We can defeat them easily!" Rubee cries.

"There are too many of them!" yells Jade. "Our only chance is to outrace them!"

"The Straits of Morweena are up ahead." Saphire says, studying a map. "Their barge is too wide to fit through them. If we could get there first, we'd be safe!"

"They're too fast!" Rubee cries. "We must fight!"

You must decide what to do.

Fight them? Turn to page 4.

Try to outrace them? Turn to page 40.

"For thousands of years these halves have been separated!" Dragon Queen cries, her eyes wide with excitement. "Now, at last, I will reunite them—and the Gemstone's magic will make the whole world mine! *Mine!*"

Her hands shake from excitement as she lifts the two halves above her head and presses them together.

Everyone in the courtyard gasps. There is a weak spark. Then the half you gave Dragon Queen crumbles to powder. The powder falls onto her head and shoulders. Your trick has been revealed. "It's a fake! A *fake*!" she cries, her voice weak with disappointment.

As she stands there in confusion, the Guardians move into action." Get *her* half of the Gemstone!" you cry.

Jade raises her emerald-handled whip high above her head. With a loud snap, Jade's whip pulls the gleaming jewel from Dragon Queen's hand. It rolls onto the ground, turning over and over.

You dive for it. Jade dives for it. Dragon Queen, Wild One, and the barbarians dive to the ground after it.

Who will come up with it?

Turn to page 68.

Three barbarian soldiers come running down the corridor toward you. You draw your jeweled sword, and its slender blade glows green-gold in the dark corridor.

The soldiers gasp. They stop. They stare in horror and amazement at the glowing sword.

"Quickly," you call to your friends, "let us flee. They will not attack us. They're frightened by my sword. But others will soon be on the way."

You turn and run, the familiar palace walls a blur as your eyes fill with tears. You are leaving your home behind, leaving your unicorn behind—leaving your whole life behind, chased away by Dragon Queen and her evil.

The Palace of Gems will be hers now, and Argonia will soon fall under her spell of evil and dread.

As you run stumbling down the mountain, away from the palace, you stop suddenly and turn around to take one last look. "Someday!" you scream, your voice choked with sorrow. "Someday. . . ."

You can say no more. The words will not come. You turn and run—into whatever future that fate holds for the one named Golden Girl.

THE END

Olympia gallops down the hillside and then slows to a trot as you reach the small village at the foot of the hill.

There is no one on the street, for it is late. The small shops are dark. Candles glow softly in bedroom windows as you and your steed pass quietly through the town.

But wait. What were those sounds?

"Olympia, stop," you whisper, and the animal obeys at once. You hear moans, soft whimpering. The sounds seem to be coming from a narrow path between two low buildings. You climb off Olympia and unsheathe your jeweled sword. The blade begins to glow, lighting your way.

In the green-gold glow of swordlight, you see someone lying in the path. You hurry closer. It is an old lady wearing a tattered scarlet hood. "Are—are you hurt?" you call.

She doesn't reply. She moans and reaches out for you.

As it has many times in the past, your tender heart takes over for your common sense. Forgetting about possible dangers, you rush forward to help the old woman. "I will take you back to my palace," you say, taking her hand.

"No, no," she protests in a voice that croaks with pain. "I could not make such a journey."

.....

Turn to page 42.

A few moments later you appear in the courtyard, the shining, shimmering Gemstone held tightly in your trembling hands. "I must obey your wishes," you tell Dragon Queen as your comrades stare at you in disbelief. You hold out the half of the Gemstone, your head lowered in shame and in anger.

"No—I cannot allow this!" Prince Kroma yells, and grabs for the Gemstone.

"I *must* have Olympia back!" you cry, shoving him away. "Don't you see that I have no choice?"

"Stand back, foolish prince," Dragon Queen warns, "or you will never stand again!"

Prince Kroma steps back sadly in retreat. Dragon Queen grabs the Gemstone away from you. "Release the animal," she says with a sneer.

Olympia leaps high in the air, free. She bounds over to you, prancing and jumping happily. With a loud sob of happiness and relief, you throw your arms around her white neck and pull yourself onto her broad back.

"Now I have a surprise for you!" Dragon Queen proclaims, beaming with triumph. She holds up a gleaming jewel. "I have the *other half* of the Gemstone!" Her evil laughter echoes off the courtyard walls.

"No! No! That's impossible!" you cry in horror.

Turn to page 24.

You decide to escape back to the ship. Olympia takes a mighty leap and bounds away from the pursuing Wild One. The unicorn's golden mane flies back as she takes another leap, high into the gray Dead Lands sky.

You turn and see that Wild One, on her flying horse, is close behind. The giant wings flap hard as the horse leaps from the ground and into the air, higher and higher, pursuing your unicorn. Wild One whirls her bolo cruncher menacingly, waiting, waiting for the right moment to let it fly and batter you off your steed.

"Faster, Olympia! Faster!" you cry, but you realize there is no need to urge her on. Her powerful leaps carry you high in the sky as the whinnying winged-horse pursues.

To your alarm, the flying horse draws closer, closer. Wild One pulls back her arm, prepares to let go of her carefully aimed weapon. Closer, closer . . .

Turn to page 16.

"As much as my heart tells me to take action, my head tells me to stay here and wait," you tell your friends.

"Dragon Queen has the upper hand now—but not for long!" Prince Kroma yells, trying to sound cheerful. But for you and your companions, it is a long and painful wait.

Finally, the next day, Saphire comes running into your chamber with a message. "It's from Dragon Queen," she tells you, and your heart begins to pound as you unroll the message and read its contents.

"It says that tomorrow Dragon Queen herself will bring Olympia to the courtyard of the Palace of Gems. She will be accompanied by her barbarian warrior, Wild One. We are instructed to bring out our half of the Gemstone from the shield. When we hand our half of the precious stone to Dragon Queen, Olympia will be released and returned to us." You roll up the message.

"What can we do?" Saphire asks. "We cannot turn over the Gemstone to her, but . . ."

You must decide on a plan. Try to trick Dragon Queen into giving up the unicorn? Or attack Dragon Queen as soon as she arrives, hoping to catch her off guard?

Trick her? Turn to page 10.
Attack? Turn to page 45.

Following Dragon Queen's command, Wild One utters a barbaric cry. Her bolo cruncher comes flying down, encircling Rubee and holding her prisoner.

You draw your jeweled sword. You have no choice now but to fight. "Strange," you say, noticing that the sword, which usually sings when unsheathed, is silent and does not glow.

Jade, as unprepared as you are for this sudden fight, begins to raise her emerald-handled whip. But Moth Lady is too fast for her. She tosses down her boomerang, which spins a tight cocoon around Jade.

Dragon Queen raises her shield and it unleashes a bolt of fire that staggers Prince Kroma. He crumbles to the hard stone ground, a look of horror frozen on his face.

You leap up to the rock to face Dragon Queen, ready to unleash the magical power of your jeweled sword. But you stumble and fall back. You feel weak in this dead atmosphere. To your amazement, your immortal weapon has broken in half against the rocks.

The evil of this place has been too powerful. It has sapped the energy of the good, and strengthened the evil ones. You realize—too late—that only evil can flourish in this land where nothing breathes. And evil has triumphed today in the Dead Lands.

THE END

Dragon Queen cries out in surprise as you leap out from your hiding place, your sword drawn. Her startled horse rears up and she falls backward from the saddle.

She reaches for her Eye of the Dragon Shield, which has rolled away from her and lies face down in the yellow sand. Just as her hand is about to grab it, Jade's whip rings out.

"Aaaaiiii!" Dragon Queen cries out in pain. *"You!"* she screams. "You're not Moth Lady!"

Vultura overcomes her surprise and moves to attack. She raises her vulture-beaked fighting staff. But Saphire has her weapon poised and ready. The sapphire-tipped hammer soars through the air and knocks away Vultura's staff.

"This isn't much of a challenge. When does the *real* battle begin?!" cries Prince Kroma, swinging his battle sword at a circle of Dragon Queen's soldiers. He is right. The surprise has caught all of Dragon Queen's allies off guard.

Seeing that she is about to go down in defeat, Dragon Queen runs from the battle, carrying her Book of Sorcery with her. You chase after her, sword in hand. But the evil one calls out an incantation—and in a flash, standing between you and your foe, appears a towering, fire-breathing dragon!

Turn to page 37.

You stare up at Dragon Queen. "Where is Olympia?" you demand.

"If you show me your half of the Gemstone, I will show you your precious little unicorn. She is safely hidden away for now," replies Dragon Queen, her crimson lips curled in a sneer. Dragon Queen is not alone. Behind her stands her barbaric helper, Wild One, looking fearsome with war paint smeared on her savage face. She whirls her bolo cruncher over her head. Vultura, the quietly deadly one, and Moth Lady are also there.

You decide to try a bluff. "I have the Gemstone!" you cry. "Jade, bring me the sack." You give Jade a meaningful look. Jade stares back at you quizzically, then realizes what to do. She fumbles around in the supplies and holds up a large cloth sack. "Here is the Gemstone," Jade says, handing the sack to you.

You raise the sack, which actually contains bread meal, and call out, "Bring me my unicorn, and the Gemstone is yours."

Suddenly a hole opens in the sack. You cry out in horror as bread meal pours to the ground.

"Kill them all!" Dragon Queen screams in rage.

Turn to page 31.

Using all your strength, you push Vultura's staff off you and leap to your feet. Vultura falls backward. Jade's whip cracks the air. Prince Kroma runs toward Dragon Queen, his battle sword raised.

"Wild One—attack!" Dragon Queen commands, calling to her barbaric ally, who comes charging out of the darkness, whirling her deadly bolo cruncher above her head.

But Rubee is ready for her. She runs forward; grabs Wild One by the waist; lifts her, screaming, into the air; and tosses her down hard into the sand.

"Your bravery is all for nothing!" Dragon Queen screams. She raises her Eye of the Dragon Shield. "Test your courage against *this*!" she cries. She aims the shield's eye at you, calls out an incantation—and, with a deafening roar, a powerful ribbon of flame shoots from the shield!

Turn to page 52.

Dragon Queen gasps in surprise.

Onyx's aim is true. Her spear heads straight to its target. But then it appears to hit something in midair.

The spear stops a few yards in front of the wide-eyed Dragon Queen—and bounces harmlessly to the ground!

Seeing Onyx's failure, Rubee shoots an arrow. The arrow whistles through the silent courtyard. Then it, too, hits some sort of invisible barrier and bounces away.

Your surprise attack has failed.

Turn to page 13.

The monstrous brown dragon towers over you, roaring a challenge to the skies. It lowers its head quickly, and its fiery breath scorches the sand at your feet. Its eyes grow wide as it surveys its prey. It takes a step forward and roars again, sending down a wall of red flames.

You hold your sword high, but it seems like a harmless twig in the face of this fiery beast. You realize you cannot defeat this dragon in battle. Dragon Queen's sorcery has served her well this time.

The creature takes another lumbering step toward you. Another wall of flames tumbles from its flaring nostrils.

Is there *anything* you can do to save yourself?

Turn to page 12.

You must find the old woman. Only she can tell you if this is the map to the missing half of the Magic Gemstone. You fold the map and tuck it into your tunic as you peer into the darkness. In the glow of your swordlight, you see shadows moving quickly across the dark alleyway.

You run toward the shadows. The path leads behind the low buildings. You hear someone running ahead of you.

Suddenly a figure stops against the back wall of a grain warehouse. It's the old woman! You run up to her with your brightly glowing sword drawn.

You stop. Now you can see the woman's face under the scarlet hood. It isn't an old woman.

It's Moth Lady!

Turn to page 65.

Moth Lady is one of Dragon Queen's most evil helpers. Onyx was right! This was a trick and Dragon Queen is probably behind it.

Moth Lady wears a sickly grin as she moves closer to the hut that imprisons you. "You fell right into my little trap—where you shall remain. Ha ha!" Her hands flutter excitedly as she speaks. "I must be off to tell Dragon Queen of my success. The Palace of Gems and all it contains is ours! *Ours!* And you shall live in my stone cocoon here for the rest of your days! Ha ha!"

You must act quickly to free yourself before Moth Lady flits off to tell Dragon Queen her news. Should Onyx try to throw her spear at Moth Lady through the crack in the rocks? Or should you hold your sword up to the crack? You know Moth Lady can be hypnotized by bright light. Maybe your sword's glow will have some effect on her.

Tell Onyx to toss her winged spear? Turn to page 54.
Hold your sword up to the crack? Turn to page 47.

"Full sail!" you cry. "We haven't the numbers or the weapons to fight them on open seas!"

The cries of the barbarian war chant grow louder as Ogra's battle barge draws near, gliding easily over the rough waters. Another barrage of arrows fills the sky. But your ship pulls forward with a sudden burst of speed, and the arrows fall harmlessly into the water.

Ogra's war chant rises on the wind, growing louder, louder . . .

. . . then softer.

"We're pulling away from them!" you cry happily. You watch as their barge fades back in the water.

Another barrage of arrows falls short. Ogra's barge is too big and loaded down with men and arms to keep pace with your light ship. You cry out happily when the Straits of Morweena come into view.

But the race isn't won yet.

"They're catching up!" Prince Kroma cries.

Go on to page 41.

You turn back to see Ogra's men aiding the wind by rowing, their giant oars slapping the water.

The rocks of the straits are only a few hundred yards ahead. But Ogra's ship is close behind yours now, and gaining with each oar stroke.

Ogra gives a command and the soldiers who are not rowing raise their bows and prepare to fire at you at close range.

Will you get through the Straits of Morweena safely?

Hold your breath—and turn to page 11!

You try to see the old woman's face, but it is hidden in darkness behind her tattered hood. She thrusts a rolled piece of paper into your hand.

"Take this map," she says, moaning. "It is the reason I was attacked. But the thieves couldn't find it."

You unroll the wrinkled map and hold it up to the light of your sword. It is faded and hard to read. But you wonder . . . could this be the map that leads to the missing half of the Magic Gemstone? A symbol at the bottom of the map in the shape of a gemstone makes you think it might be.

Half of the Magic Gemstone is housed in your palace, hidden in the Shield of Stones. The other half has been missing for generations. The Magic Gemstone is useless unless both halves are united. Your dream is to find the other half, put the Gemstone back together, and use its magical powers for the good of all your people.

You turn back to the old woman, but she has vanished!

You must decide quickly what to do!

.....

Follow her and ask where she got the map? Turn to page 38.

Go back to the palace, organize the Guardians, and follow the map to where it leads? Turn to page 44.

You jump on Olympia's back and race to the palace. You wake the Guardians—Rubee, Onyx, Jade, and Saphire. You also wake Prince Kroma. Excitedly you tell them your story of the old woman and the map.

"She just disappeared?" asks Saphire. Even though she isn't fully awake, her logical mind is already working, trying to put the pieces of this puzzle together.

"Yes, yes," you answer impatiently. "We must go at once. The other half of the Magic Gemstone may be there!"

"I'm ready!" cries Rubee, her eyes fired with excitement.

"Wait!" Prince Kroma calls. "This map leads to the wastelands of the east. I know that area well. We must equip ourselves for its deadly terrain. It will be better to leave in the morning, well prepared."

"And what do you think, Onyx?" you ask. "You are strangely silent."

"What if the map is a fake?" she asks. "Maybe it is one of Dragon Queen's tricks!"

Turn to page 57.

In the Great Hall of the Palace of Gems, you hold a meeting of the Guardians to plan your attack. Your excited voices echo off the high walls. You can feel the tension in the huge chamber. Your voices grow louder as your battle plans become clearer.

"Onyx's winged spear will pin Dragon Queen to the ground!" you cry. "Rubee's arrows will finish the barbarian woman who calls herself Wild One. And Prince Kroma and I will rescue Olympia from her captors. Jade and Saphire will be waiting in reserve—in case there is unexpected trouble."

"Only Dragon Queen will find unexpected trouble here!" Prince Kroma boasts.

"Surprise is the key to our victory," you tell them. "If Dragon Queen is taken by surprise, we can end her evil forever—and rescue our unicorn, the last unicorn in the world. If she isn't surprised by our attack . . ."

You decide not to finish that thought.

Turn to page 60.

For once, you agree with impetuous, hot-tempered Rubee. You don't want to sit around the palace waiting for Dragon Queen's next move. "We will travel to the Dead Lands," you tell your companions. "Arm yourselves well—and prepare for a battle."

That afternoon Prince Kroma and the Guardians follow you onto the deck of your majestic sailing ship. Strong autumn breezes billow the sails, and the waters of the Misty Sea churn against the ship's bow.

You feel renewed confidence as you survey your Guardians: Rubee with her archer's bow on her shoulder, her ruby-tipped arrows sheathed at her side; Jade, smiling as the sea spray hits her face, her emerald-handled whip on her shoulder; Saphire, standing thoughtfully by herself, her powerful sapphire-tipped hammer at her side; Onyx, quiet Onyx, leaning on her winged spear with its point of pure onyx, staring ahead to the shimmering blue horizon; and Prince Kroma, playfully battling his shadow with his heavy battle sword.

"Set sail!" you cry to your ship's captain.

The flapping of the gigantic sails drowns out the low roar of the waves as your ship moves across the Misty Sea—toward the unknown.

Turn to page 22.

You remove the jeweled sword from its scabbard. It begins to glow weakly in the blackness of the hut. It glows brighter, brighter, until it gleams as brightly as firelight.

You hold the blade up to the narrow opening.

Moth Lady sees it at once and stops her taunts and triumphant laughter. She flutters nearer to the hut, her eyes on the light of the sword blade.

Closer, closer she comes. She is hypnotized by the light. Her pale face is only a few feet away now. She stares at the glowing sword blade.

"Moth Lady—*set us free*!" you command.

She stares at the swordlight.

Will she set you free? She doesn't seem able to move.

Turn to page 59.

Before you can flee, Dragon Queen utters a loud cry in the courtyard below you. A few seconds later you hear the frightening war cries of barbarian soldiers. "No! Not here!" you cry.

A huge army of barbarians pours in, led by Dragon Queen's lieutenant, Ogra, waving a gigantic battle mace. His horse tramples over the courtyard gardens.

"Come," you say, feeling weak from the certainty of defeat. "We have no choice. We must flee the palace." You lead the Guardians back into the palace and run through the long corridors toward the Shield of Stones, desperate to get there before Ogra's hordes sweep inside.

"Wait for me out here," you tell the Guardians. You run to the shield. You know you must take the precious half of the Gemstone with you. You cannot leave it here for Dragon Queen.

You lift the precious stone carefully and place it in a velvet sack. Then you return to the Guardians. "We must protect this at all costs," you tell them, hiding the velvet sack beneath your cape. "Now, quickly—"

What is that sound in the corridor?

Footsteps!

Turn to page 25.

You decide you have not traveled to this dreaded place to try to bluff your way to victory. If you are ever to see Olympia safe and sound, you must face Dragon Queen and defeat her.

Dragon Queen sighs impatiently and tosses back her long hair. "Well? Have you brought me your half of the Gemstone—or does your precious unicorn die by my hand?"

"The Gemstone is safe where it belongs—and where it will always stay!" you cry defiantly.

Dragon Queen stamps her foot angrily against the black rock. Fury blazes on her pale face, and her eyes glow red with hatred. "Bring the beast forward," she orders her barbarian guards.

Two guards drag Olympia forward. Olympia kicks at the hard rock at her feet, bucks her head, and tries to pull away. But the guards overpower her and drag her forward.

"Kill the beast!" Dragon Queen orders.

Turn to page 14.

You hold your breath and watch through the narrow opening as the winged spear flies through the air—and hits its target!

Moth Lady drops to the ground.

But wait. Your foe is laughing. She pulls herself up to a sitting position. She slips off her cape and hood. The spear penetrated only her cape. She is free!

Still laughing, she mounts her waiting horse and rides off across the whirling sands to summon Dragon Queen.

"We've got to free ourselves!" you cry. You begin to hack away at the stones with your sword. It cuts through the red rock easily.

Prince Kroma uses his sword to cut away stones too. "We'll be out of here before Dragon Queen arrives!" he cries happily. "I'm glad I thought of this!"

But he has spoken too quickly. "Look!" you cry, horrified at what you see. "As soon as I cut away one stone, another appears in its place!"

Prince Kroma continues to hack away. But you realize your efforts are futile. Dragon Queen has used sorcery to build this hut. You cannot escape. Her sorcery will hold you here . . . forever.

THE END

You leap out of the way as the flames roar toward you. Dragon Queen laughs and aims her magical shield again.

But she has made a costly mistake.

The winds of the wasteland are as powerful as the force of the flames from her shield. A howling gust of wind sends the flames back—back onto Dragon Queen!

She screams in pain and surprise—and drops the shield. You see your opportunity. In a second you have retrieved your sword and are running toward her. She looks up, her eyes filled with fear, and sees you approach.

"Enough!"

A single word. She has had enough for now. She admits defeat. Dragon Queen calls out an incantation, and she and her followers vanish into the darkness.

Now all is silent except for the howling, whistling desert winds. Everyone is smiling a smile of victory and relief—everyone, that is, except Prince Kroma.

"What a disappointment," he grumbles. "She didn't stay around long enough for me to defeat her with my swordsmanship!" Everyone laughs, and Kroma smiles, confused. "Did I say something funny?"

This adventure has come to a happy

END

"Golden Girl, you have your unicorn back. Let us flee to the ship!" Saphire calls.

"*You* return and prepare the ship!" you cry. "I have a score to settle with Dragon Queen first!"

"Then let us stay and help you fight!" Prince Kroma cries, his battle sword in hand.

"No! It is *my* fight!" you cry. Has the joyful return of your unicorn made you overconfident?

Your companions reluctantly start back toward the ship on the shores of the Dead Lands. You call out a challenge to Dragon Queen.

Turn to page 64.

Onyx steadies her winged spear with its tip of pure onyx.

"You will have only one throw," you say quietly, staring through the crack at your laughing foe. "You must pin her to the ground. You must stop her from summoning Dragon Queen!"

"My spear will not fail us," Onyx says quietly. But the tremble in her voice belies the confidence of her words.

In the darkness of the low hut, Onyx pulls back her arm, grips the familiar weapon tightly as she has so many times before, takes careful aim, and *throws*.

Turn to page 51.

The rolling fireball sizzles toward you. You are at the water's edge now. You leap off Olympia, and the unicorn gallops onto the ship.

"Golden Girl, look out!" Prince Kroma cries, the fast-approaching ball of fire reflected in his eyes.

You turn toward the fireball and raise your jeweled sword. The heat of the flames nearly pushes you into the water. But you hold your ground. The fireball hits the blade of your sword—

—and splits in two.

The flames fizzle harmlessly to the ground and die out, leaving no ashes. The magic of your sword has triumphed over Dragon Queen's evil sorcery.

"That was quick thinking!" Prince Kroma cries happily, pulling you aboard the ship. "Of course, that's just what *I* would have done—only a little sooner."

"Of *course,*" you say quietly. You're too exhausted to argue with him again—and too happy!

THE END

In your excitement you almost forgot about your deadly enemy, Dragon Queen. She, too, desires the Magic Gemstone, but her desire for it is an evil one. She wishes to enslave the kingdom of Argonia under her rule. She and her evil companions have joined forces with the barbarian Ogra and his hordes to crush other smaller kingdoms—but Argonia is the real prize they seek.

"It's true," you say. "This could be a trick."

"We can deal with anything Dragon Queen has up her sleeve!" yells Rubee, eager to be going.

"If we don't follow this map, we might be passing up the chance of finding the Magic Gemstone and making Argonia safe from Dragon Queen forever," you say. "It's a risk we must take."

"You know you can count on me, whatever this quest may bring," Prince Kroma says loyally. You smile, forgetting how annoyed you were with his bragging only a few hours ago.

Turn to page 5.

All eyes look up to the Gemstone spinning through the air. With one magic word from Dragon Queen, the Gemstone disappears before it hits the ground.

Ogra's barbarians have been backing out of the courtyard. When Onyx hurls her spear at them, they turn and run away, tripping on one another and howling in terror. Dragon Queen, too, decides to retreat. Uttering a high-pitched shriek, an incantation to her evil spirits, she and Wild One vanish.

"They've gotten away!" Rubee shouts in frustration.

You put your hand on her shoulder to calm her. "There is no sense in chasing them now," you say. "Dragon Queen has lost her half of the Gemstone and we have Olympia back. I am well pleased with the day's outcome."

Olympia gallops once around the courtyard and then comes prancing to your side, happy to be home. You hug Olympia's neck. "What more could we want?" you ask.

"Well, I could go for a little lunch," says Prince Kroma. "All this excitement has made me hungry!"

"I agree." You laugh, leading Kroma and the Guardians into the banquet hall for a long and happy victory celebration.

THE END

"Moth Lady—set us free," you repeat.

Without removing her eyes from the shimmering light of the sword blade, Moth Lady moves her hands over the rocks that form the hut wall. The rocks fall away under her touch. You run out quickly and grab your foe.

"The map may be a fake, but Dragon Queen is real!" Rubee cries, leaping out of the hut. "Thanks to Moth Lady, we know she is nearby. Let us attack her in darkness and turn this night of disappointment into our greatest triumph!"

"Perhaps it would be better to set a trap for Dragon Queen and take her by surprise," Jade says thoughtfully. "I have a plan. I will put on Moth Lady's scarlet hood and disguise myself as our fluttering foe here. I will go to Dragon Queen's camp and tell her the Guardians are imprisoned in the hut. Then, when I lead her to the hut, you will be ready and waiting with a surprise to defeat her evil forever!"

"An interesting plan," logical Saphire says, "but a very dangerous one."

You must decide what to do next.

Follow Jade's plan and set a trap? Turn to page 17.

Go to Dragon Queen's camp and attack at once? Turn to page 61.

The sun is high in the morning sky as Dragon Queen and Wild One march boldly into the silent courtyard of the Palace of Gems. No guards stop them at the entrance, and no guards watch them as they make their way, followed by two of Ogra's barbarians pulling the unicorn on a long rope. They stop at the stone fountain in the courtyard's center path. The only sound is a high-pitched neigh from Olympia as the unicorn pulls and strains against the ropes that hold her.

Behind the lowest parapet, Onyx steadies her arm and raises her winged spear. At your signal she will toss the deadly weapon. If her aim is true, your attack will be brief and victorious.

Dragon Queen says something to Wild One, gesturing at the empty courtyard. She seems surprised by the lack of a greeting party. Well, she is about to receive her greeting.

You give the signal.

Onyx stands up, pulls back her arm, and tosses the spear with its point of pure onyx.

Turn to page 36.

"Dragon Queen will not be expecting us," you tell your companions. "We will surprise her in her camp. She will regret luring us here with that phony map!"

"My battle sword will lead the way!" Prince Kroma yells enthusiastically.

"No—*Moth Lady* will lead the way," you tell him. You hold your glowing sword up to the captured Moth Lady's face. She stares wide-eyed into the green-gold glow. "Moth Lady," you command, "lead us to Dragon Queen's camp."

"That will not be necessary!" a voice bellows.

You look up to the top of a low sand hill. In the dim light from your sword blade, you can make out a figure standing there. It's Dragon Queen!

Turn to page 9.

"We do not give up so easily, Dragon Queen!" you yell.

Saphire raises her arm and tosses down her sapphire-tipped hammer. The hammer sails through the air, hits the invisible shield—

—and crashes right through it!

Dragon Queen's evil sorcery has grown weak within the walls of your palace. Her invisible shield has been shattered!

Now Rubee's arrows rain down, find their mark, and drive your foes back. You and Prince Kroma slide down a rope to the ground. You run forward and pull your precious unicorn away. Another barrage of arrows flies toward the retreating Dragon Queen and her barbarian companions.

Swords drawn, you and Kroma face Dragon Queen.

Quick! Turn to page 66.

Dragon Queen accepts your challenge. The evil one has turned to her Book of Sorcery. She raises her arm and points a long white finger at a nearby soldier's horse. She utters a high-pitched cry, a shriek of sorcery—

—and giant wings sprout at the horse's sides. The animal whinnies in terror and rears up. Barbaric Wild One runs to the enchanted horse and pulls herself onto its back. The horse leaps forward, and Wild One bends low and scoops her bolo cruncher off the ground.

"Prepare to die!" Dragon Queen screams as Wild One comes charging toward you on the back of the wild-eyed flying horse.

.....

Do you choose to stay and fight her? Turn to page 67.

Or do you choose to run to safety on Olympia? Turn to page 28.

The appearance of the sinister Moth Lady tells you one thing for certain—your archenemy, Dragon Queen, is somehow behind all this. Dragon Queen has sworn to you that someday she will rule Argonia. She has many powerful and evil helpers who assist her in her bid to enslave your kingdom. Moth Lady is among her most deadly companions.

Moth Lady pulls away from the light of your glowing sword. This treacherous one prefers the shadows. The light means danger to her since, like a real moth, she is drawn to light because it has a hypnotic effect on her.

"What is the meaning of this, Moth Lady?" you ask.

You do not hear her triumphant reply. Instead, your ears ring with the sound of a deafening whack! Someone has hit you from behind. The night turns a blinding red—then everything goes black.

You awaken sometime later. Unsteadily you pull yourself to your feet. Your head aches with pain. You pick up your sword and, leaning against the buildings for support, make your way slowly back to the street and to your unicorn.

But you have another unhappy surprise awaiting you, Golden Girl.

Olympia has vanished!

.....

Turn to page 8.

Dragon Queen raises her Eye of the Dragon Shield. You bat it out of her grasp with a lightning swing of your sword.

Disarmed, besieged by arrows from the parapet above, Dragon Queen flees the courtyard, followed by the screaming Wild One.

You run to Olympia and hug her around the neck. Prince Kroma, a wide smile on his handsome face, comes running over. On the parapet above, you can hear your Guardians celebrating victory.

"I knew we'd get it right the *second* time!" Prince Kroma says.

"Practice makes perfect," you reply. And with Olympia back, the day truly *is* perfect!

THE END

The winged horse sails off the ground and flies toward you. You stand your ground, raising your jeweled sword to fend off Wild One. She whirls her bolo cruncher high above her head—and lets it fly!

You duck under it and it sails over your head. The confused horse, unaccustomed to flying, cannot stop itself. It slides right into you, and the blunt side of your sword touches it on the side of the head.

Instantly Dragon Queen's spell wears off. The wings disappear—and both horse and rider topple to the ground.

Seeing your struggle, your companions quickly return. "Dragon Queen, you will regret taking my unicorn!" you cry boldly. But the evil one only sneers in reply and raises her Eye of the Dragon Shield.

"The day is still young!" she cries. "Let us see who is regretful when our fight is over!"

She utters a high-pitched shriek, and a torrent of wind roars from her shield.

Turn to page 3.

"I've got it!"

Dragon Queen grabs the Gemstone and rolls away from the scrambling, grabbing hands.

"Oh, no you don't!" yells Rubee, charging desperately toward Dragon Queen. She flies toward the wicked queen in one bounding leap. She grabs Dragon Queen around the waist and the two of them hit the ground hard. As Dragon Queen goes down, she hurls the Gemstone high into the air.

"Then nobody gets it!" she screams.

Turn to page 58.

You cannot stop thinking about Jade, all alone in that camp of evil. The night seems to last forever. You ready your weapons and hide behind a low sand hill to the right of the stone hut. It is hot and uncomfortable. Sand mosquitoes the size of sparrows dart at you in the darkness.

Finally, at dawn, you hear hoofbeats on the sand and then voices approaching. "We will go straight to the sea, where my ship awaits," a voice says. It is the voice of Dragon Queen! "We will sail immediately for Argonia and take command of the Palace of Gems," she says. She rides with the disguised Jade at her side.

You wait for Dragon Queen and her party to trot past the low sand hill. Then you give the command to attack!

Turn to page 32.

Dragon Queen turns the shield, blasting the full force of the wind against you. You cannot breathe. You cannot see. The wind is overpowering you, pushing you off the rock, pushing you down. . . .

With one last, desperate effort, you reach your jeweled sword forward. The tip of your blade touches Dragon Queen's shield.

"*Vooooooo!*" Dragon Queen screams as her shield is circled by a glowing, crackling electric force. The shield explodes in her hand, and the explosion shakes the black rock.

Turn to page 72.

You leap away from the rock—onto the back of your unicorn! Olympia rears up happily. The Guardians laugh and cheer your victory.

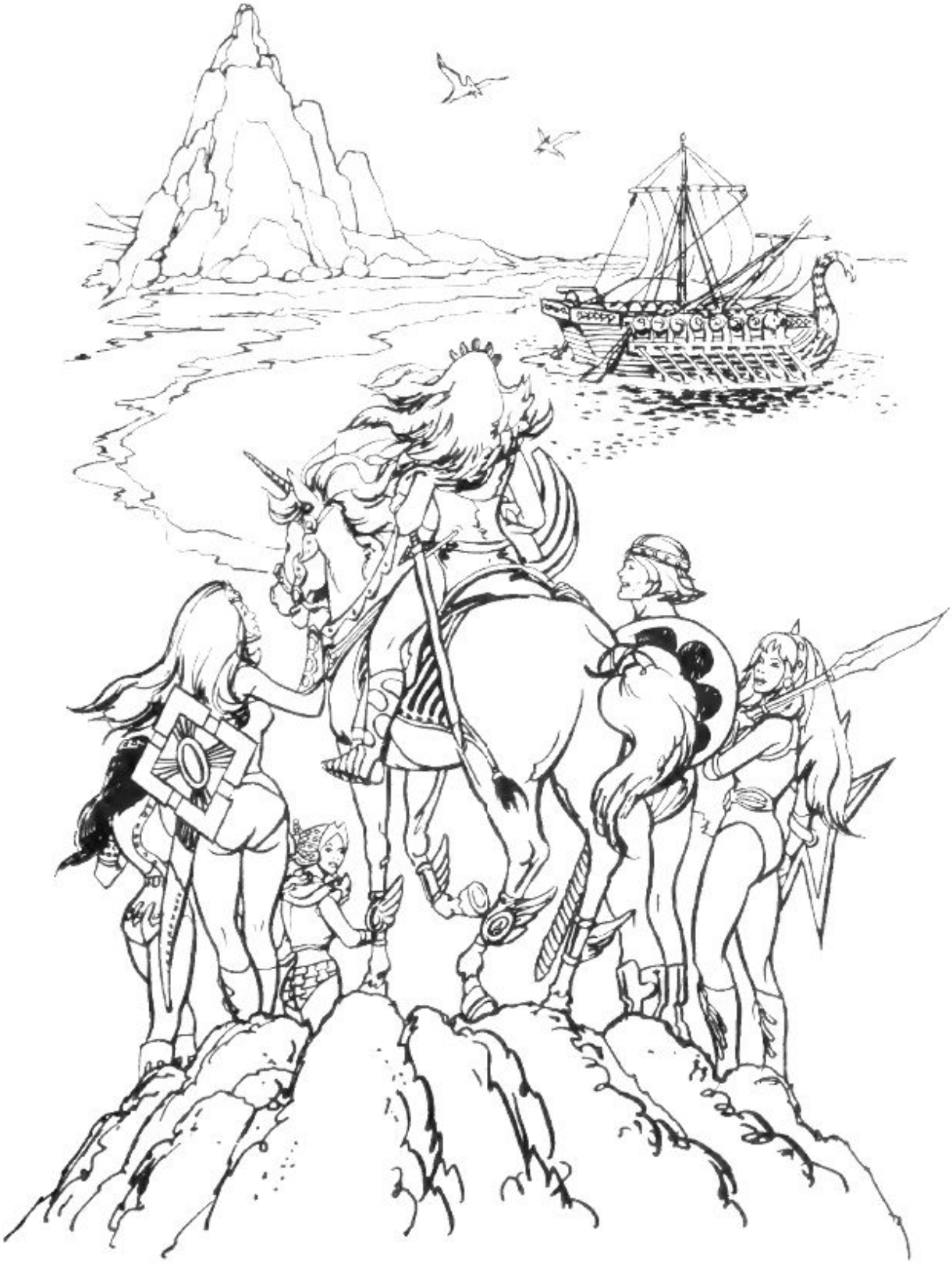
You turn to face Dragon Queen and her cohorts, but they are running away across the black rocks of the Dead Lands. Your jeweled sword has triumphed. You return it carefully to its scabbard.

"Why do they flee?" Prince Kroma yells, waving his battle sword. "Why don't they stand and fight us? That was too easy!"

"Oh, yes," you say sarcastically. "It was a real *breeze*!"

Everyone has a good laugh as you head back to the ship—and to beautiful Argonia.

THE END



YOU are Golden Girl!

You're riding your unicorn Olympia on a cool Autumn night in Argonia. Suddenly you meet an old woman who gives you a mysterious map. When you look at it, you're sure it will lead to the missing half of the magic Gemstone!

Then you discover the old woman *really* was Moth Lady in masquerade. Moth Lady has tricked you. Worse, your unicorn has vanished!

Now, Golden Girl, YOU must decide what to do. You have many choices—which paths will you take? There's plenty of danger and lots of adventure as you struggle to find the Gemstone—and your unicorn!

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